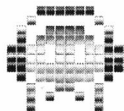


Suite from
Video Games Live

(Featuring music from Halo, Civilization IV, Bounty Hunter and Kingdom Hearts)

As performed by:



VIDEO GAMES LIVE

VIOLIN I

Visit www.videogameslive.com for concert schedule and more information

Arr. by Ralph Ford

"Halo Theme (from 'Halo Suite')"
Music by MARTY O'DONNELL and MICHAEL SALVATORI PUBLISHING

Mighty

arco

The musical score is written for Violin I in 4/4 time. It consists of several staves of music. The first staff (measures 1-8) begins with a rest, followed by notes with dynamics *ff*, *p*, *mf*, and *ff*. The second staff (measures 9-20) features a rhythmic pattern with dynamics *p* and a section labeled '12 Groove' (measures 12-19). The third staff (measures 21-26) includes triplets and dynamics *f*. The fourth staff (measures 27-33) continues with triplets and dynamics *f*. The fifth staff (measures 34-38) features triplets and dynamics *ff* and *mf*. The sixth staff (measures 39-50) includes a section labeled '45 Andante' (measures 45-50) with dynamics *ff* and *fff*. The score includes various musical notations such as slurs, accents, and dynamic markings.

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Violin I - 2

Musical staff 51-54. Measures 51-52: *mp*. Measure 53: *f*. Measure 54: *mp*. Includes dynamic markings and a fermata over measure 54.

Musical staff 55-56. Measure 55: *ff stacc.*. Measure 56: *ff stacc.*

Musical staff 57-58. Measures 57-58: *ff stacc.*

Musical staff 59-60. Measures 59-60: *ff stacc.*

Musical staff 61-63. Measure 61: *mf*. Measure 62: *mf*. Measure 63: *ff*.

Meno

Musical staff 64-72. Measures 64-72: *fff* and *f*.

75 "Baba Yetu (from Civilization IV)"
Music by CHRISTOPHER TIN

Musical staff 73-82. Measure 73: *p*. Measure 74: *p*. Measure 75-78: *p*. Measure 79: *mf*. Measure 80: *mf*. Measure 81: *mf*. Measure 82: *mf*. Includes a fermata over measure 75-78.

Musical staff 83-89. Measure 83: *mp*. Measure 84: *mp*. Measure 85: *mp*. Measure 86: *f*. Measure 87: *mp*. Measure 88: *mp*. Measure 89: *mp*.

Violin I - 3

91 4 *ff* *n.*

99 6 *fff* 105 106

107 108 109

110 111 112 113 114 115 *mf*

116 117 118 119 120 121 122 123 *f* *mf* *mf*

124 125 126 127 128 129 130 *f* *p* *rall.*

"Bounty Hunter Theme (from 'Advent Rising Suite')"
Music by TOMMY TALLARICO, MICHAEL RICHARD PLOWMAN,
EMMANUEL FRATIANNI and LAURIE ROBINSON

Boldly

131 132 133 134 135 136 137 138 139 140 *fp* *fp* *f* *mf* **With Force**

Violin I - 4

141 *f* 142 143 144 145

146 147 148 149 150

151 152 153 154

155 156 157

158 159 160 161 162 163 164 165

166 167 168 169 170

171 172 173 174 175 176 177 178

179 180 181

223

Violin I - 6

Musical staff 1: Treble clef, key signature of two flats. Measures 220-226. Includes dynamic markings *f* and *mf*, and performance instructions like *rit.* and *rit.*. Features a sixteenth-note run in measure 226.

Musical staff 2: Treble clef, key signature of two flats. Measures 227-229. Includes dynamic markings *f* and *mf*. Features a sixteenth-note run in measure 227.

Musical staff 3: Treble clef, key signature of two flats. Measures 230-233. Includes dynamic markings *f* and *mf*. Features a sixteenth-note run in measure 230.

Musical staff 4: Treble clef, key signature of two flats. Measures 234-237. Includes dynamic markings *ff*. Features a sixteenth-note run in measure 234.

Musical staff 5: Treble clef, key signature of two flats. Measures 238-240. Includes dynamic markings *ff*. Features a sixteenth-note run in measure 238.

Musical staff 6: Treble clef, key signature of two flats. Measures 241-244. Includes dynamic markings *ff*. Features a sixteenth-note run in measure 241.

Musical staff 7: Treble clef, key signature of two flats. Measures 245-248. Includes dynamic markings *ff*. Features a sixteenth-note run in measure 245.

Musical staff 8: Treble clef, key signature of two flats. Measures 249-252. Includes dynamic markings *ff*. Features a sixteenth-note run in measure 249.

Musical staff 9: Treble clef, key signature of two flats. Measures 253-256. Includes dynamic markings *ff*. Features a sixteenth-note run in measure 253.

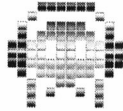
Musical staff 10: Treble clef, key signature of two flats. Measures 257-259. Includes dynamic markings *ff*. Features a sixteenth-note run in measure 257.

Musical staff 11: Treble clef, key signature of two flats. Measures 260-265. Includes dynamic markings *ff* and *mf*, and performance instructions like *rit.* and *rit.*. Features a sixteenth-note run in measure 260.

Suite from
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As performed by:



VIDEO GAMES LIVE

VIOLIN II

Visit www.videogameslive.com for concert schedule and more information

Arr. by Ralph Ford

"Halo Theme (from "Halo Suite")"

Music by MARTY O'DONNELL and MICHAEL SALVATORI PUBLISHING

Mighty

arco

2 *ff* 3 *p* 4 *mp* 5 6 7 *ff*

8 9 10 11 *p*

12 Groove

12-15 16 *mf* 17 18 19 20 21 22 23

24

25 26 27 28 29 30 31

f

28 29 30 31

34

32 33 34 35

mf *ff*

36 37 38 39 40 41 42

mf *ff*

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Violin II - 2

"Coronation (Civilization IV)"
Music by CHRISTOPHER TIN

Andante

43 *fff* 44 *fffz* 45 46 47 48 49 *pp*

50 51 52 *mf* 53 54 *mp*

55 *ff stacc.* 56 57

58 59 60 61

61 *mf* 62 63 *ff*

Meno

64 65 66 67 *fff* 68 69 70 71 *f*

75 "Baba Yetu (from Civilization IV)"
Music by CHRISTOPHER TIN

72 73 74 75-78 79 *mf* 80 81

83

82 *mp* 84 85 86 *f* 87 *mp* 88

91

89 90 *ff* 92 93

Violin II - 3

94 95 96 97

98 99 100 101 102 103 104

mf *poco* *mf*

105 106 107 108

fff

109 110 111 112

113 114 115 116 117 118 119 120

mf *f* *mf*

121 122 123 124 125 126 127

mf *f*

"Bounty Hunter Theme (from "Advent Rising Suite")"
Music by TOMMY TALLARICO, MICHAEL RICHARD PLOWMAN,
EMMANUEL FRATIANNI and LAURIE ROBINSON

128 129 130 131 132 133 134

p *rall.* *fp* *fp* *f*

135 136 137 138 139 140

mf

Violin II - 4

Violin II - 4 musical score, measures 141-185. The score is written in treble clef with a key signature of one flat (B-flat). It consists of ten staves of music. Measure numbers 141 through 185 are indicated below the notes. Dynamics include *f* (forte), *mp* (mezzo-piano), and *mf* (mezzo-forte). Performance markings include accents (>), slurs, and breath marks (V). A *Glissando* marking is present over measures 170-171. Boxed measure numbers 149, 157, 165, 171, 179, and 183 are placed above the staves. The piece concludes with a fermata over measure 185.

Violin II - 5

Musical staff 186-189. Treble clef, key signature of two flats. Measures 186, 187, 188, and 189. The music consists of a continuous eighth-note pattern.

Musical staff 190-196. Treble clef, key signature of two flats. Measure 190 contains a triplet of eighth notes. Measure 191 is boxed and contains a fermata. Measure 192 has a '5' below it. Measures 193-196 contain quarter notes with fermatas. Measure 196 has a 'V' above it.

Musical staff 197-203. Treble clef, key signature of two flats. Measure 199 is boxed. Measures 197-200 contain eighth notes with triplets. Measures 201-203 contain eighth notes with triplets. Measure 203 has a 'rit.' marking.

"Kingdom Hearts"
Music by YOKO SHIMAMURA

Musical staff 204-208. Treble clef, key signature of two flats. Measure 204 is boxed. Measure 204 starts with a 'p' dynamic. Measure 205 has a 'p' dynamic. Measure 206 has a 'mp' dynamic. Measure 207 has a 'mp' dynamic. Measure 208 has a 'f' dynamic. The staff contains sixteenth-note patterns.

Musical staff 209-212. Treble clef, key signature of two flats. Measure 209 is boxed and has the instruction 'Faster' above it. Measure 209 starts with a 'mf' dynamic. Measures 210-212 contain eighth-note patterns.

Musical staff 213-216. Treble clef, key signature of two flats. Measures 213-216 contain eighth-note patterns with triplets and fermatas.

Musical staff 217-226. Treble clef, key signature of two flats. Measure 217 is boxed. Measure 223 is boxed. Measures 217-226 contain sustained notes with fermatas. Measure 222 has a '(V)' above it. Measure 217 starts with a 'mf' dynamic.

Musical staff 227-229. Treble clef, key signature of two flats. Measure 227 is boxed. Measure 227 starts with a 'f' dynamic. Measure 229 has a 'ff' dynamic. The staff contains sixteenth-note patterns.

Musical staff 230-234. Treble clef, key signature of two flats. Measure 230 is boxed. Measure 230 starts with a 'V' above it. Measures 230-234 contain eighth-note patterns. Measure 234 ends with a 2/4 time signature change.

Violin II - 6

235 *ff* 6 236 237

238 239 240 241

242 243 244

245 246 247

248 249 250

251 252 253

254 255 256 257

258 259 260 261

ff *mf*

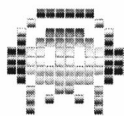
262 263 264 265

rit.

Suite from
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(Featuring music from Halo, Civilization IV, Bounty Hunter and Kingdom Hearts)

As performed by:



VIDEO GAMES LIVE

VIOLA

Visit www.videogameslive.com for concert schedule and more information

Arr. by Ralph Ford

"Halo Theme (from "Halo Suite")"

Music by MARTY O'DONNELL and MICHAEL SALVATORI PUBLISHING

Mighty

arco

ff *p* *mp* *ff*

12 Groove

16 *mf* *f*

24

34 *ff* *mf* *ff*

37 *mf* *ff*

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Viola - 2

"Coronation (Civilization IV)"
Music by CHRISTOPHER TIN

Andante

43 *fff* 44 *sffz* > *pp* 46 47 48 49 50 51 52

53 *mp* < *ff* 56 *f* < *ff* 59 60 *mf* 62 63

Meno

64 *ff* 65 66 67 *fff* 68 69 70 71 *f* 72 73 *p* 74

75 "Baba Yetu (from Civilization IV)"
Music by CHRISTOPHER TIN

76 *mf* 77 78 79 80 81 82 *mf* 84 85 86 *f*

83

87 *mp* 88 89 90 *ff* 91 92 93 94

95 96 97 98 *mf* 99 100 *poco* 101 *mf* 102

103 104 *fff* 106 107 108 109 110 111 112

113 *mf* 114 115 < *f* > *mf* 118 119 120 *mf* 122 123 124

121

"Bounty Hunter Theme (from 'Advent Rising Suite')"
Music by TOMMY TALLARICO, MICHAEL RICHARD PLOWMAN,
EMMANUEL FRATIANNI and LAURIE ROBINSON

125 126 127 128 129 130 *p* 131 *fp* 132 133 134 *fp*

131 Boldly

rall.

135 136 137 *mf* 138 139 140 141 *f*

137 With Force

Viola - 3

Musical score for Viola - 3, measures 142-203. The score is written in bass clef with a key signature of one flat (B-flat). The music consists of a continuous stream of eighth notes, often beamed in groups of six. Measure numbers 142, 143, 144, 149, 145, 146, 147, 148, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, and 203 are indicated below the notes. Dynamic markings include *mp* (mezzo-piano) at measure 175, *f* (forte) at measure 179, and *mf* (mezzo-forte) at measure 182. Performance instructions include *rit.* (ritardando) at the end of measure 203. The score features various musical notations such as slurs, accents (>), and breath marks (V). Measure 203 ends with a fermata and a final note.

Viola - 4

"Kingdom Hearts"
Music by YOKO SHIMAMURA

204

205 206 207

p *mp*

209 Faster

208 210

f *mf*

211 212 213

mf

217

214 215 216

mf marc.

218 219

mf

220 221

mf

223

222 223

mf

224 225

mf

226 227

f

230

229 230 231 232

ff *mf*

Viola - 5

233 234 235 *ff* 236

237 238 239 240

241 242 243

244 245 246

247 248 249

250 251 252

253 254 255 256

257 258 259

260 261 262 263 *rit.* 264 265

Viola - 4

"Kingdom Hearts"
Music by YOKO SHIMAMURA

204

205 206 207

p *mp*

209 Faster

208 210

f *mf*

211 212 213

217

214 215 216

mf marc.

218 219

220 221

223

222

224 225

226 227 228

f

230

229 230 231 232

ff *mf*

Viola - 5

233 234 235 *ff* 236

237 238 239 240

241 242 243

244 245 246

248

247 249

252

250 251

253 254 255 256

257 258 259

260

ff 261 *mf* 262 263 *rit.* 264 265

Suite from
Video Games Live

(Featuring music from Halo, Civilization IV, Bounty Hunter and Kingdom Hearts)

As performed by:



CELLO

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Arr. by Ralph Ford

"Halo Theme (from "Halo Suite")"
Music by MARTY O'DONNELL and MICHAEL SALVATORI PUBLISHING

Mighty

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38 *mf* 39 40 41

"Coronation (Civilization IV)"
Music by CHRISTOPHER TIN
Andante

42 *ff* 43 *fff* 44 45 46 47 48 49

50 51 52 53 54 55 56 57 58 59 60

poco a poco cresc. *mp* < *ff* *f* < *ff*

61 *mf* 62 63 64 65 66 67 68 69 70

ff *fff*

75 "Baba Yetu (from Civilization IV)"
Music by CHRISTOPHER TIN

71 72 73 74 75 76 77 78 79 80 81

f *p* *mf*

82 83 84 85 86 87 88 89 90

mp *f* *mp*

91 92 93 94 95 96

ff

97 98 99 100 101 102 103 104 105

mf *poco* *mf* *fff*

106 107 108 109 110 111 112 113

mf

114 115 116 117 118 119 120 121 122

f *mf* *mf*

Cello - 3

Musical notation for measures 123 to 130. The music is in bass clef with a key signature of one flat. It features a melodic line with eighth and sixteenth notes, and a bass line with sustained notes. Measure 130 is marked *rall.* and *p*.

"Bounty Hunter Theme (from "Advent Rising Suite")"
Music by TOMMY TALLARICO, MICHAEL RICHARD PLOWMAN,
EMMANUEL FRATIANNI and LAURIE ROBINSON

131 Boldly

Musical notation for measures 131 to 136. Measure 131 is marked *fp*. Measure 134 is marked *fp*. Measure 136 is marked *mf*. There are dynamic hairpins indicating a crescendo from *fp* to *mf*.

137 With Force

Musical notation for measures 137 to 143. Measure 141 is marked *f*. The music consists of a rhythmic pattern of eighth notes with accents.

Musical notation for measures 144 to 148. The music continues with the rhythmic pattern of eighth notes with accents.

149

Musical notation for measures 149 to 153. The music features a rhythmic pattern of eighth notes with accents.

157

Musical notation for measures 154 to 158. The music features a rhythmic pattern of eighth notes with accents.

Musical notation for measures 159 to 164. The music features a rhythmic pattern of eighth notes with accents.

165

Musical notation for measures 165 to 169. The music features a rhythmic pattern of eighth notes with accents.

171

Musical notation for measures 170 to 173. Measure 171 is marked *mp*. The music features a rhythmic pattern of eighth notes with accents.

Musical notation for measures 174 to 177. Measure 175 is marked *mp*. The music features a rhythmic pattern of eighth notes with accents.

Cello - 4

179

Musical staff 178-180. Bass clef, key signature of two flats. Measure 178 starts with a dynamic marking of *f*. Measure 180 ends with a dynamic marking of *f*. The staff contains eighth and sixteenth notes with various articulations like accents and slurs.

183

Musical staff 181-182. Bass clef, key signature of two flats. Measure 181 starts with a dynamic marking of *mf*. Measure 182 ends with a dynamic marking of *f*. The staff contains eighth and sixteenth notes with various articulations like accents and slurs.

Musical staff 184-188. Bass clef, key signature of two flats. Measures 184-188 contain eighth notes with accents. Measure 185 starts with a dynamic marking of *f*.

191

Musical staff 189-194. Bass clef, key signature of two flats. Measures 189-190 contain eighth notes with accents. Measure 191 starts with a dynamic marking of *f*. Measure 194 ends with a dynamic marking of *f*. The staff contains eighth and sixteenth notes with various articulations like accents and slurs.

199

Musical staff 195-200. Bass clef, key signature of two flats. Measures 195-200 contain eighth notes with accents. Measure 199 starts with a dynamic marking of *f*. Measure 200 ends with a dynamic marking of *f*. The staff contains eighth and sixteenth notes with various articulations like accents and slurs.

204 "Kingdom Hearts"
Music by YOKO SHIMAMURA

Musical staff 201-206. Bass clef, key signature of two flats. Measure 201 starts with a dynamic marking of *mp*. Measure 203 contains a *rit.* marking. Measure 204-205 contains a double bar line. Measure 206 ends with a dynamic marking of *mp*. The staff contains eighth and sixteenth notes with various articulations like accents and slurs.

209 Faster

Musical staff 207-211. Bass clef, key signature of two flats. Measure 207 starts with a dynamic marking of *f*. Measure 209 starts with a dynamic marking of *mf*. Measure 211 ends with a dynamic marking of *f*. The staff contains eighth and sixteenth notes with various articulations like accents and slurs.

Musical staff 212-216. Bass clef, key signature of two flats. Measures 212-216 contain eighth notes with accents. Measure 212 starts with a dynamic marking of *f*. Measure 216 ends with a dynamic marking of *f*. The staff contains eighth and sixteenth notes with various articulations like accents and slurs.

217

Musical staff 217-219. Bass clef, key signature of two flats. Measure 217 starts with a dynamic marking of *mf marc.*. Measure 219 ends with a dynamic marking of *f*. The staff contains eighth notes with accents. The staff contains eighth and sixteenth notes with various articulations like accents and slurs.

Musical staff 220-222. Bass clef, key signature of two flats. Measures 220-222 contain eighth notes with accents. Measure 220 starts with a dynamic marking of *f*. Measure 222 ends with a dynamic marking of *f*. The staff contains eighth and sixteenth notes with various articulations like accents and slurs.

Cello - 5

223

224 225

226 227 *f* 228

230

229 *ff* 231 *mf* 232 233

234 235 *ff* 236 *f* 237

238 239 240 241

242 243 244 245 246

248

247 249

252

250 251

253 254 255

260

256 257 258 259 *ff*

261 (V) 262 263 *rit.* 264 265

Suite from
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(Featuring music from Halo, Civilization IV, Bounty Hunter and Kingdom Hearts)

As performed by:



STRING BASS

Visit www.videogameslive.com for concert schedule and more information

Arr. by Ralph Ford

"Halo Theme (from 'Halo Suite')"
Music by MARTY O'DONNELL and MICHAEL SALVATORI PUBLISHING

Mighty

2 *p* *ff* *mf*

5 *ff*

12 Groove

13 14 15

16 *mf* *f*

25 26 27 28 29 30 31

32 33 34 *ff* *mf* *ff* *mp*

38 *mf* 41 *ff*

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String Bass - 2

"Coronation (Civilization IV)"
Music by CHRISTOPHER TIN
Andante

43 *fff* 44 *fffz* > *pp* 46 47 48 49 50 51 52 *poco a poco cresc.*

53 *mp* < *ff* 56 *f* < *ff* 61 *mf* 62

Meno

63 *ff* 64 65 66 67 *fff* 68 69 70 71 72 *f*

75 "Baba Yetu (from Civilization IV)"
Music by CHRISTOPHER TIN

73 *p* < *mf* 76 77 78 79 80 81 82 *mp* 83

84 85 86 *f* > *mp* 87 88 89 90 91 *ff* 92 93 94 95 96 97 98 *mf*

93 94 95 96 97 98 *mf*

99 100 *poco* > *mf* 101 102 103 104 105 *fff* 106 107 108

109 110 111 112 113 *mf* 114 115 116 117 *f* > *mf*

118 119 120 *mf* 122 123 124 125 126 127 128

"Bounty Hunter Theme (from 'Advent Rising Suite')"
Music by TOMMY TALLARICO, MICHAEL RICHARD PLOWMAN,
EMMANUEL FRATIANNI and LAURIE ROBINSON

131 Boldly

129 *p* < *fp* 130 *rall.* 132 133 134 *fp* 135 136

String Bass - 3

With Force

137

mf 138 139 140 141 142 143 144

149

145 146 147 148 150 151

152 153 154 155 156

157

158 159 160 161 162 163

165

164 166 167 168 169

171

170 172 173

174 175 176 177 178

183

f 180 181 182 184 185

179

186 187 188 189 190

191

192 193 194 195 196 197 198

199

199 200 201 202 203 rit.

204

"Kingdom Hearts" Music by YOKO SHIMAMURA

2

String Bass - 4

209 **Faster**

206 *mp* 207 208 *f* 210 211 212 213 *mf* 217 223

214 215 216 *mf* 218 219 220 221 222 224

225 226 227 *f* 228 229 *ff*

230 *mf* 231 232 233 234 235 *ff*

236 *f* 237 238

239 240 241

242 243 244

245 246 247

248 249 250

252

251 253

254 255 256

257 258 259

260 *ff* 261 262 263 *rit.* 264 265